The Wizardry Cursed

Rick Cook

The Wizardry Cursed

Rick Cook

The Wizardry Cursed Rick Cook
Wiz Zumwalt and his gang of Silicon Valley hackers and otherworld wizards must stop whoever has created the adjoining universe, where magic and technology both work and whose power could destroy their own world.

The Wizardry Cursed Details

Date	:	Published April 1st 1991 by Baen Books
ISBN	:	9780671720490
Author	:	Rick Cook
Format	:	Paperback 394 pages
Genre	:	Fantasy, Fiction, Urban Fantasy, Science Fiction, Paranormal, Wizards, Magic, Literature, American, Science Fiction Fantasy

⬇ Download The Wizardry Cursed ...pdf

▤ Read Online The Wizardry Cursed ...pdf

Download and Read Free Online The Wizardry Cursed Rick Cook

From Reader Review The Wizardry Cursed for online ebook

Scott Vout says

this is the third book in the series
about a computer programer who was ported to this fantasy realm and how
he becomes the most powerful wizard of all

i enjoyed the first two books in the series but this one i could not put down.
dont know why i just had to keep reading it
the characters were livlier then ever, the story faced passed
this one just grabbed me

hope the next one can do the same

Eko Prasetyo says

Long, meandering, with copped out ending....but many interesting things in between...

Andrew says

The first book was really good, the second was was pretty good, this one not so good, the way he writes out his characters is so infuriating, I hate almost every character in this book aside from WIZ. The unrealistic thought process is so disappointing, the author forced the story out completely and I cannot believe that someone from the real world would act like some of these characters.

Aside from the characters, I thought this series was very good, I really liked the romance but not the character development. Things almost felt rushed, and pieces of WIZ's life are missing, I wanted to read everything about him.

I'de recommend for people to stop at the second book and finish the series.

Bryan457 says

My least favorite so far, though Wiz is back in fine form, and I love the Kamikaze dwarves.

Sean Randall says

This is another good one and no mistake. The humour's all still there, and even if the enemies are contrived and the tropes a little silly, the dwarves are fun and the characters are light and great to read about.

Steve Markham says

Again, another good book and fairly goot but only as light reading in my oppinion.

Maria says

The third in the series, this one might appeal to computer gamers, of which I am not one. Still, I enjoyed it for its computer references and its characters, and will go on to the fourth.

Kevin Brown says

Another great addition to this universe and the hidden plans of one Duke Elf come into the light. This is the first book that I've ever read that made me feel sympathy for the villain.
I did a complete video review of it HERE. And followed it up with an examination of the series as a whole in two parts. Here and for part two Here

Chad says

This one lost some of the fun of the previous entries.

Zaphied says

I felt this was an okay book. Not great and not bad. Some bits were interesting to figure out the references to other games. Battletech/Mechwarrior and a rts similar to C&C or more likely considering it was released in '91 Dune II (though yes that came out in '92) were pretty obvious. But overall I found I was just reading to finish it for the 2018 challenge.

I had read the first 2 books in the series more than a few years back and remembered it as being somewhat similar to a wizard in rhyme series by Cristopher Stasheff. This felt dated by my reading habits now. Soviets, a mention of the cleaning prowess of japanese housewives, some programming code in BASIC, and just how characters interacted with each other. I'll go on in the series but I hope it doesn't end up quite the same as this.

Ashish says

Rick Cook's books are very easy reading. They go fast, they follow most standard tropes of fantasy making them a very familiar environment where almost nothing needs to be explained, apart from the one core idea

of magic as a mathematical, programmable resource on which silicon valley has been let loose. All that follows, essentially writes itself; that's what makes the premise, and the the stories themselves, so fun to read.

But this is strictly YA; don't look for any deeper subtext or hidden meanings, other than what may have unintentionally been carried in from the author's subconscious. It's pure and simple entertainment - no more, but definitely no less. It's fun, furious, grand, and this time with the introduction of a nearly Time Bandit-esque troupe of dwarf assassins, hilarious as well - and this was the element that was missing in the earlier books, the out-and-out comic relief.

It's no Terry Pratchett, but it shares some of that spirit.

Wrenna Ptak says

In the immortal words of Duke Aelric, this book was "not boring". Good enough that we're still game to read the other 3 we own.

Evgeny says

A very good computer programmer Wiz ended up in a world with magic. In the first two books he tried to apply the principles of programing to magic spells with such good results that humans were finally able to successfully defend themselves against magical creatures like trolls who really like to have a human for lunch every now and then. Trolls, being forced to abandon an important part of their diet want Wiz to be removed from the game permanently. They invoked an old debt with dwarves who now have to think of a way to assassinate Wiz. This is actually the least important of Wiz's problems as a much bigger thread emerged: two hackers ended up in the magical world, and backed up by an ancient forces, proceed to do what hackers do in the real world: destroy things created by Wiz's team. It does not help any that one of the hackers in a megalomaniac who wants to dominate both worlds if he can, or destroy them if he cannot - and he has means to do just that.

The book is fairly humorous which actually made me laugh out loud at some points. It also full of puns - programming and otherwise: what do you think would happen to a guy named Gilligan if he ends up near an island? The knowledge of programming is not necessary to enjoy the book. I thought the ending was too abrupt - and quite tragic considering the rest of the book, but I realized that I just got used to modern fantasy sagas where authors do everything in their power to increase the length of their work. This book's end was short and to the point.

I really like this book which gets an easy 4-star rating from me, and the only regret I have is that I did not read it earlier.

Librivore says

Probably the best book in the series, mostly due to the interludes with sergeant something-or-something-else, Karin and her dragon. Too bad they disappear about half-way through the book and only reappear at the end to do... nothing.

Dialogue is still awful, characterization is still non-existent and whatever interesting plot development is destroyed but inept writing.

Pass.